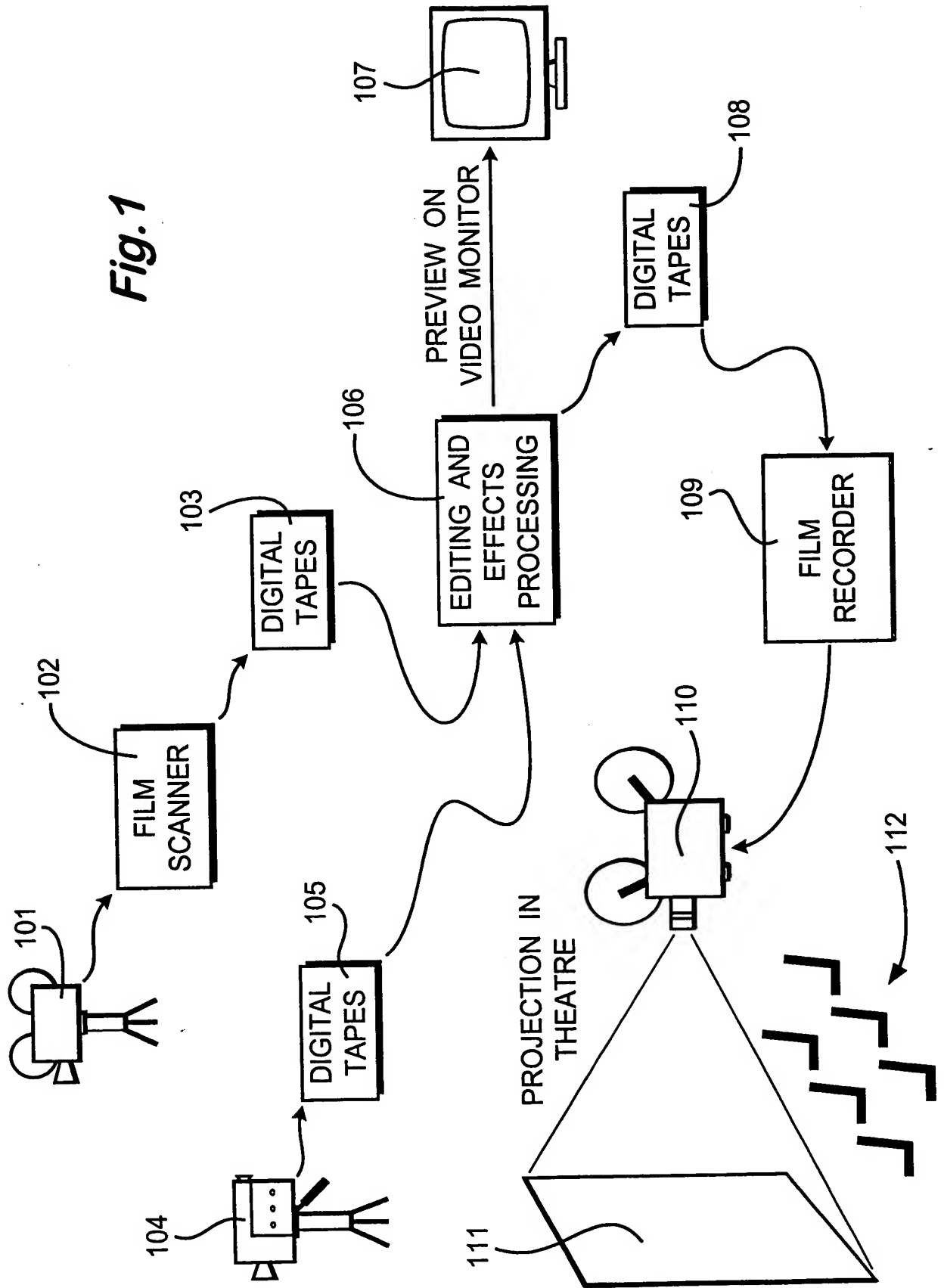
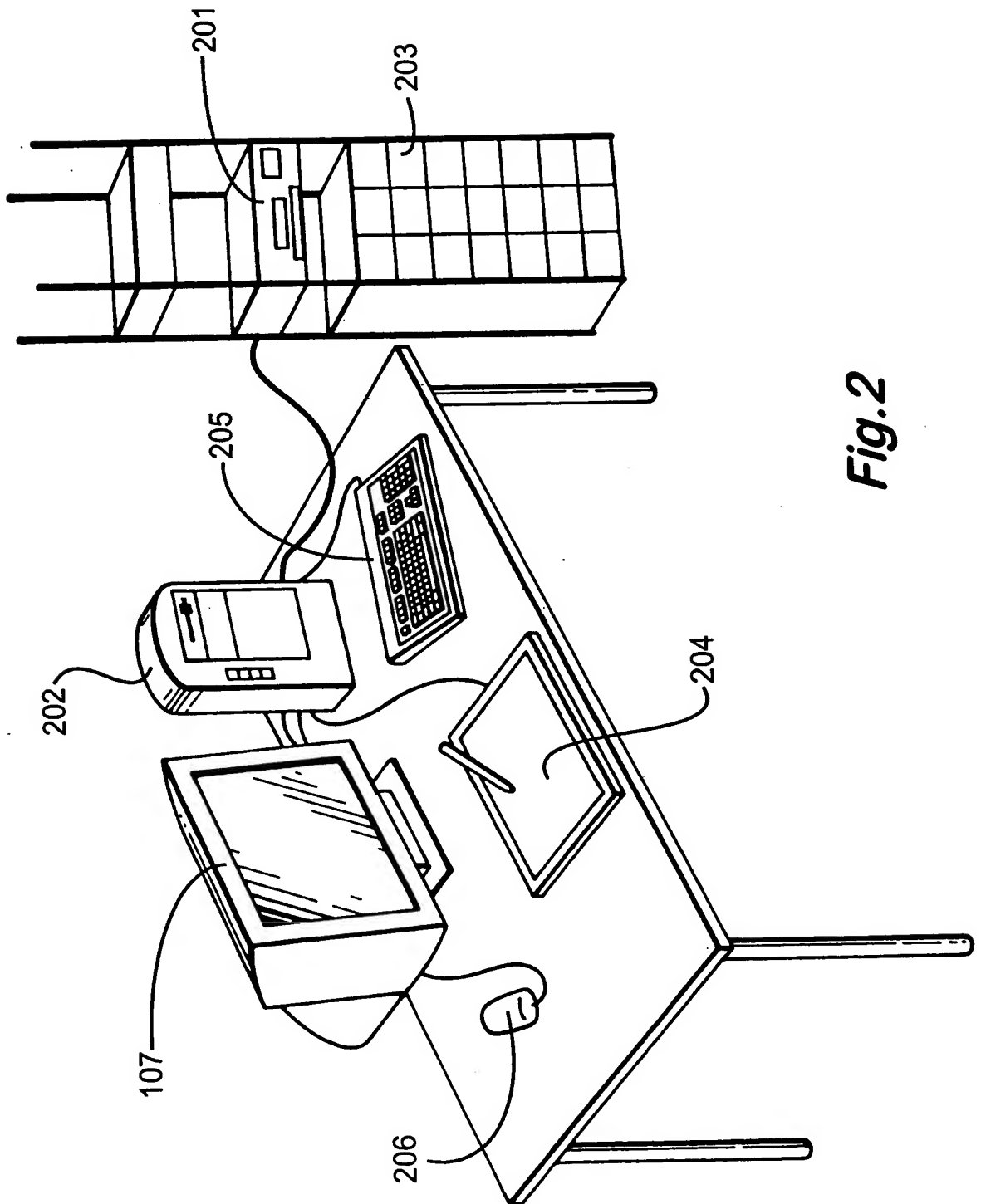


Fig. 1



*Fig. 2*

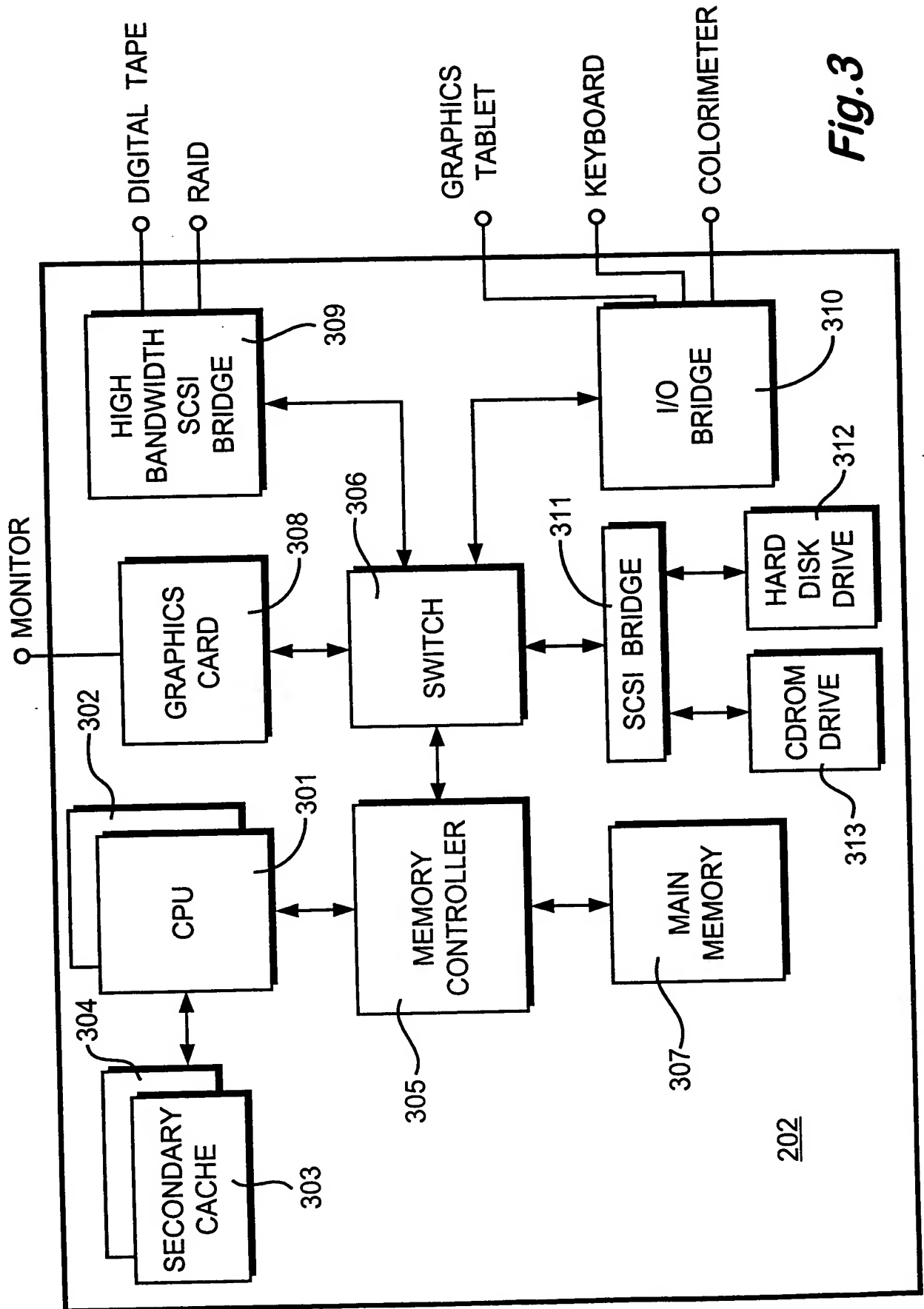
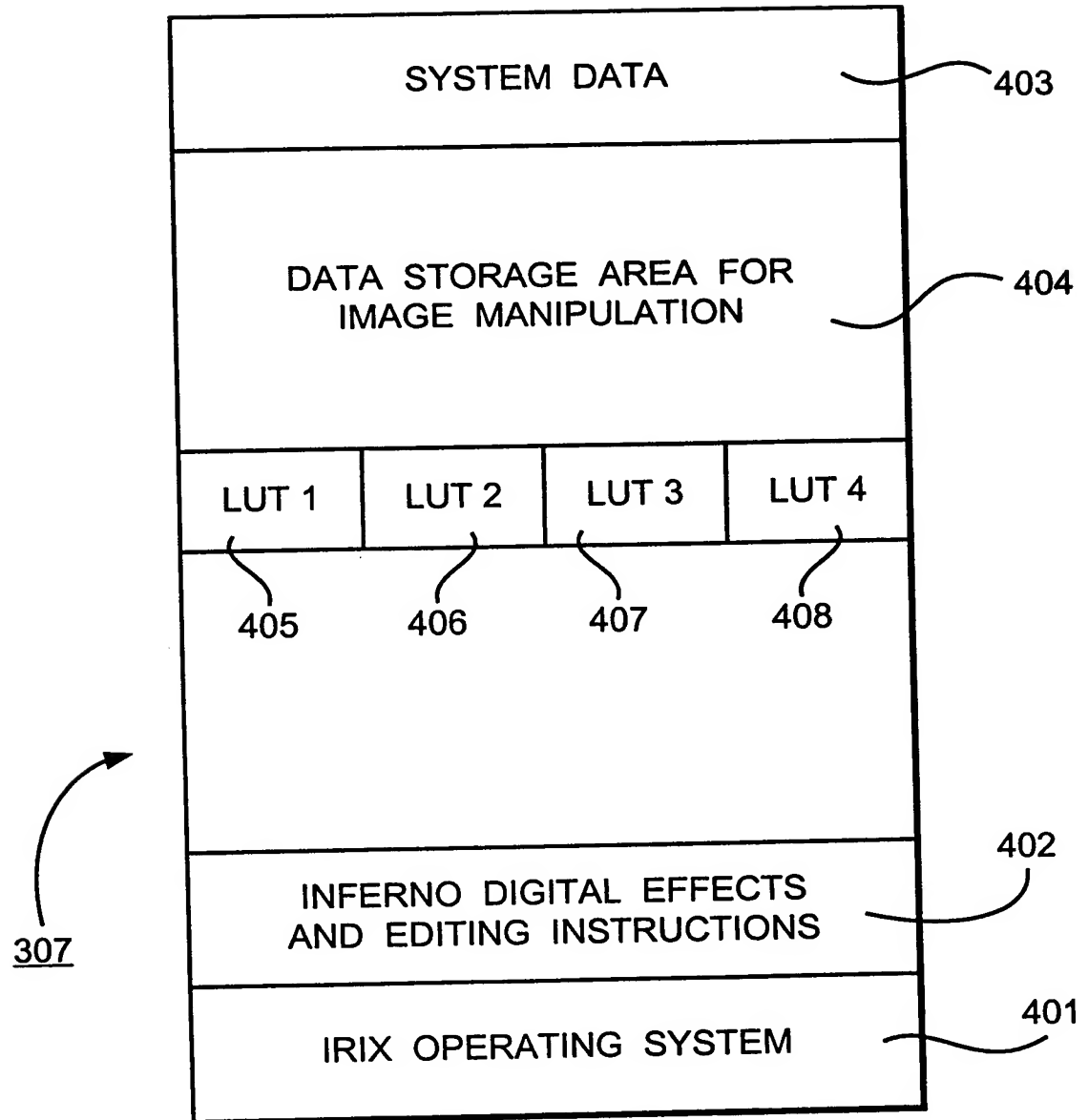


Fig. 3

*Fig.4*

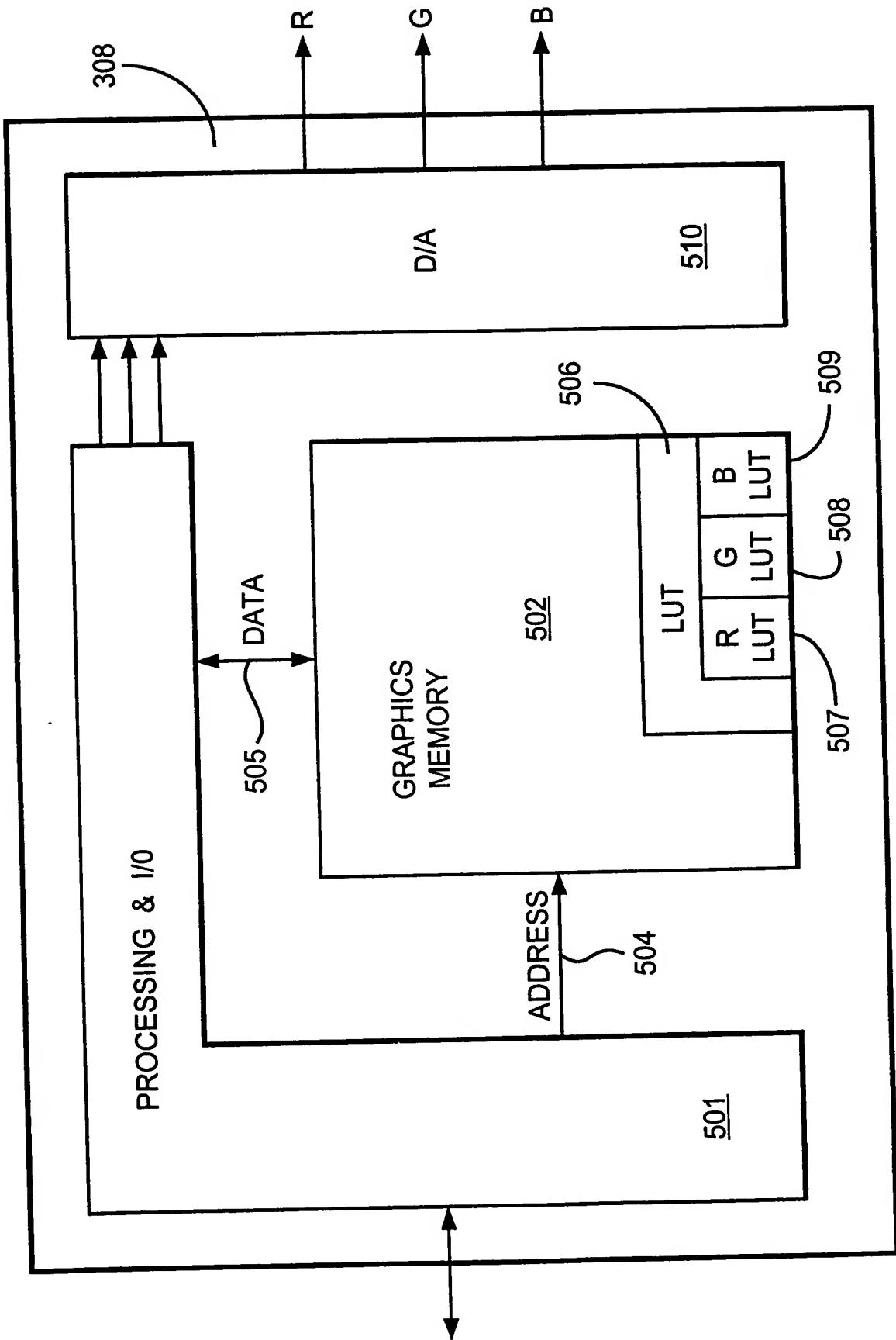
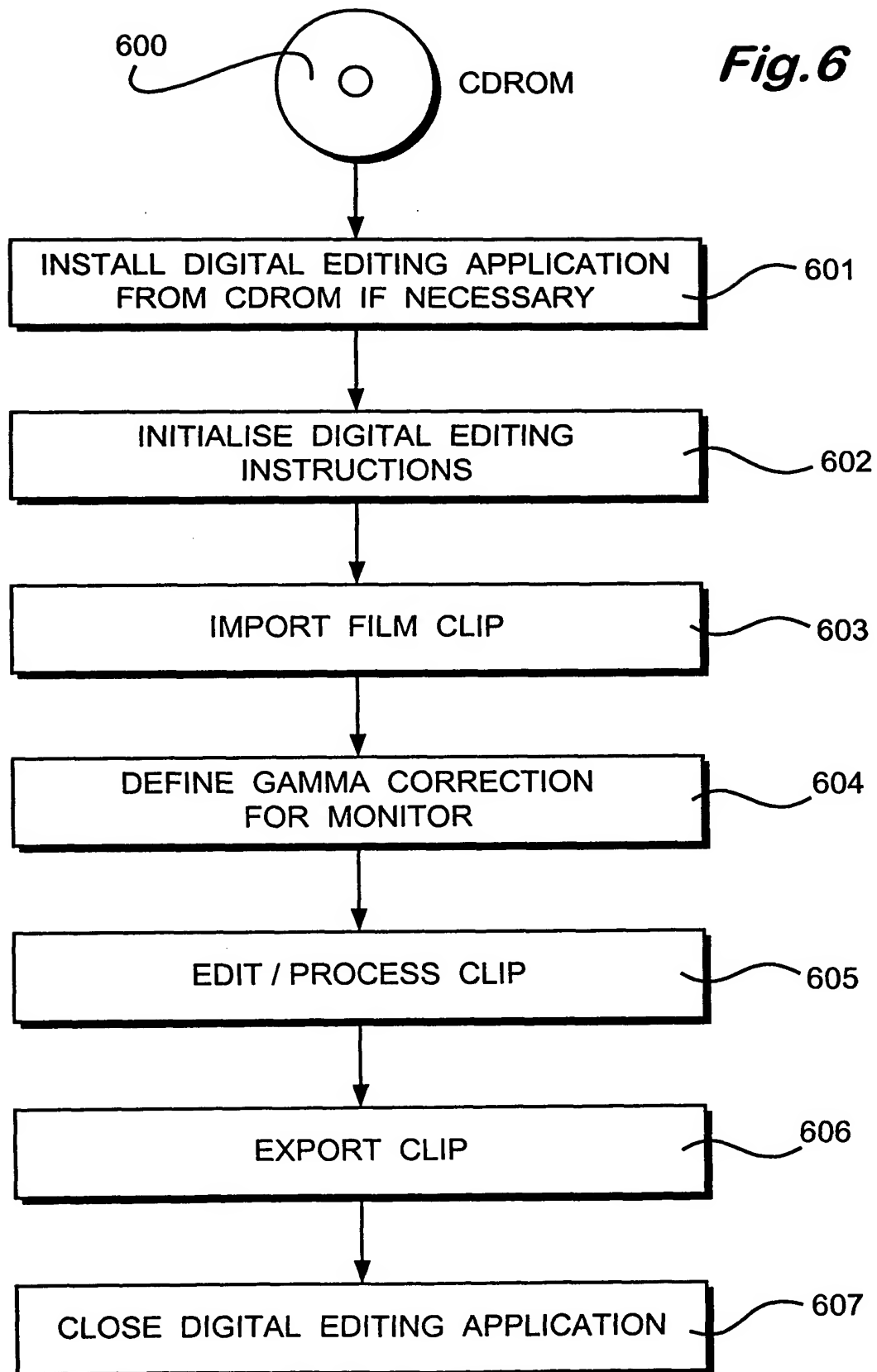
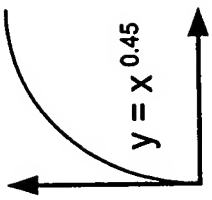


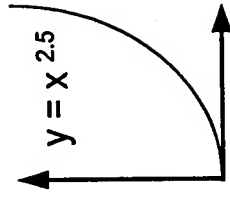
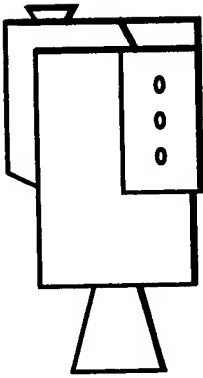
Fig. 5





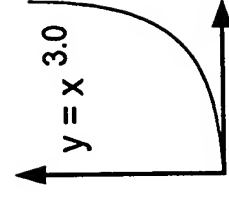
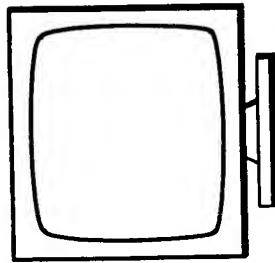
GAMMA = 0.45

VIDEO
CAMERA



GAMMA = 2.5

COMPUTER
MONITOR



GAMMA = 3.0

FILM POSITIVES
FOR
PROJECTOR

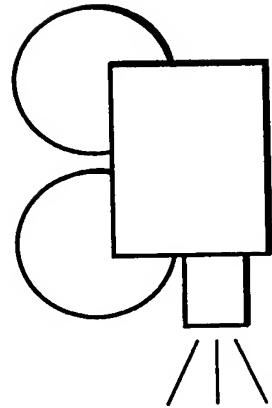
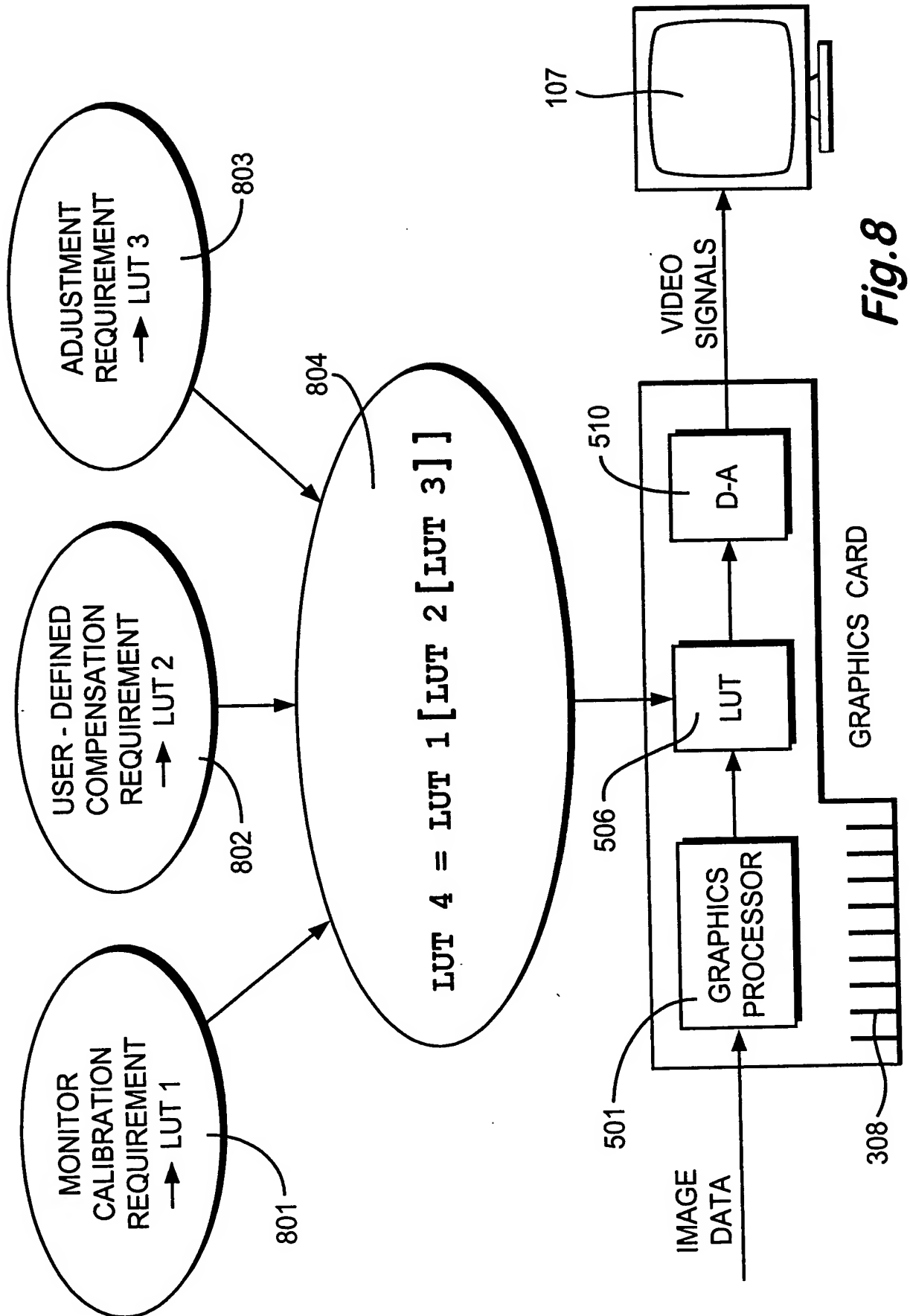


Fig. 7

*Fig. 8*

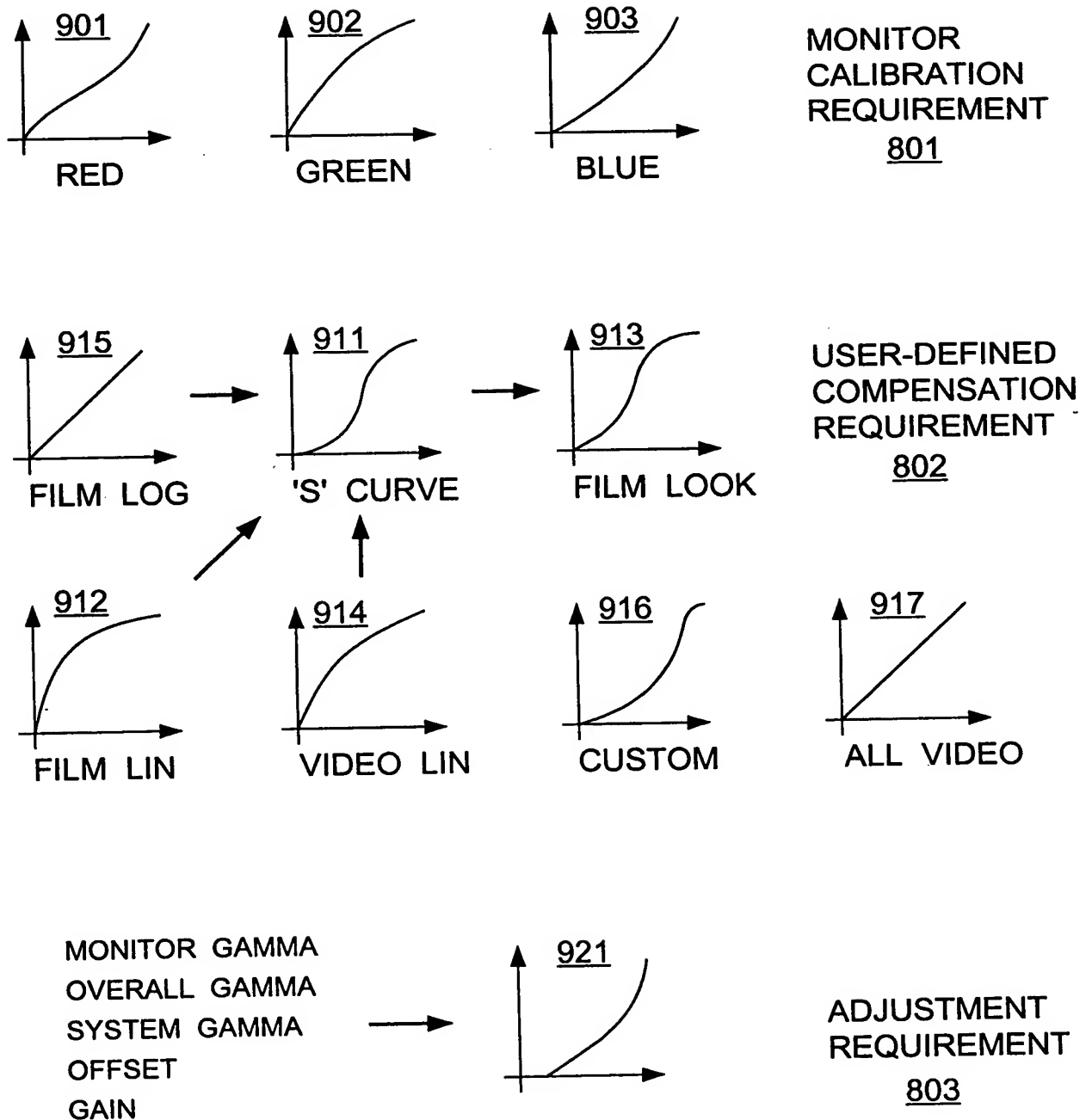


Fig.9

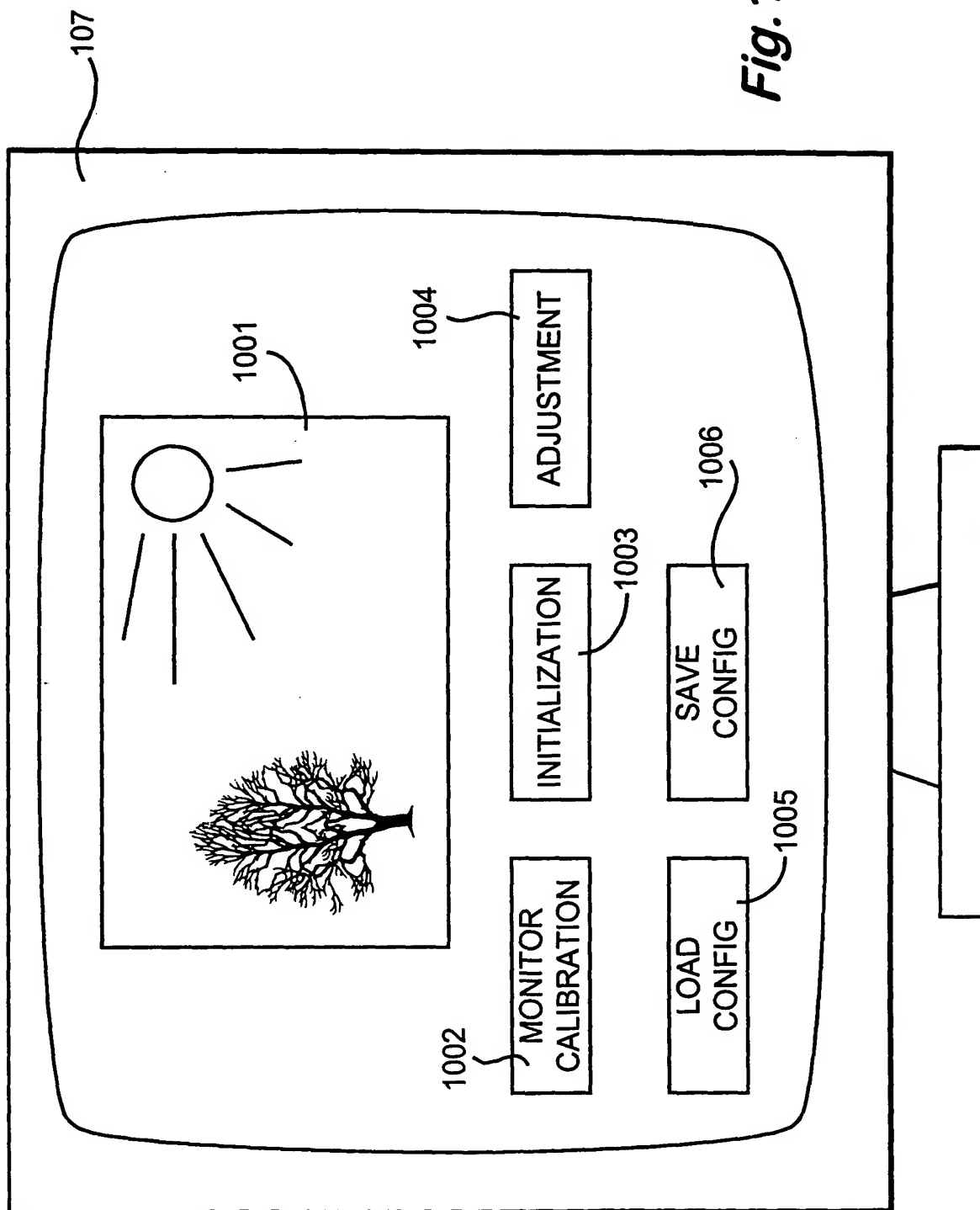
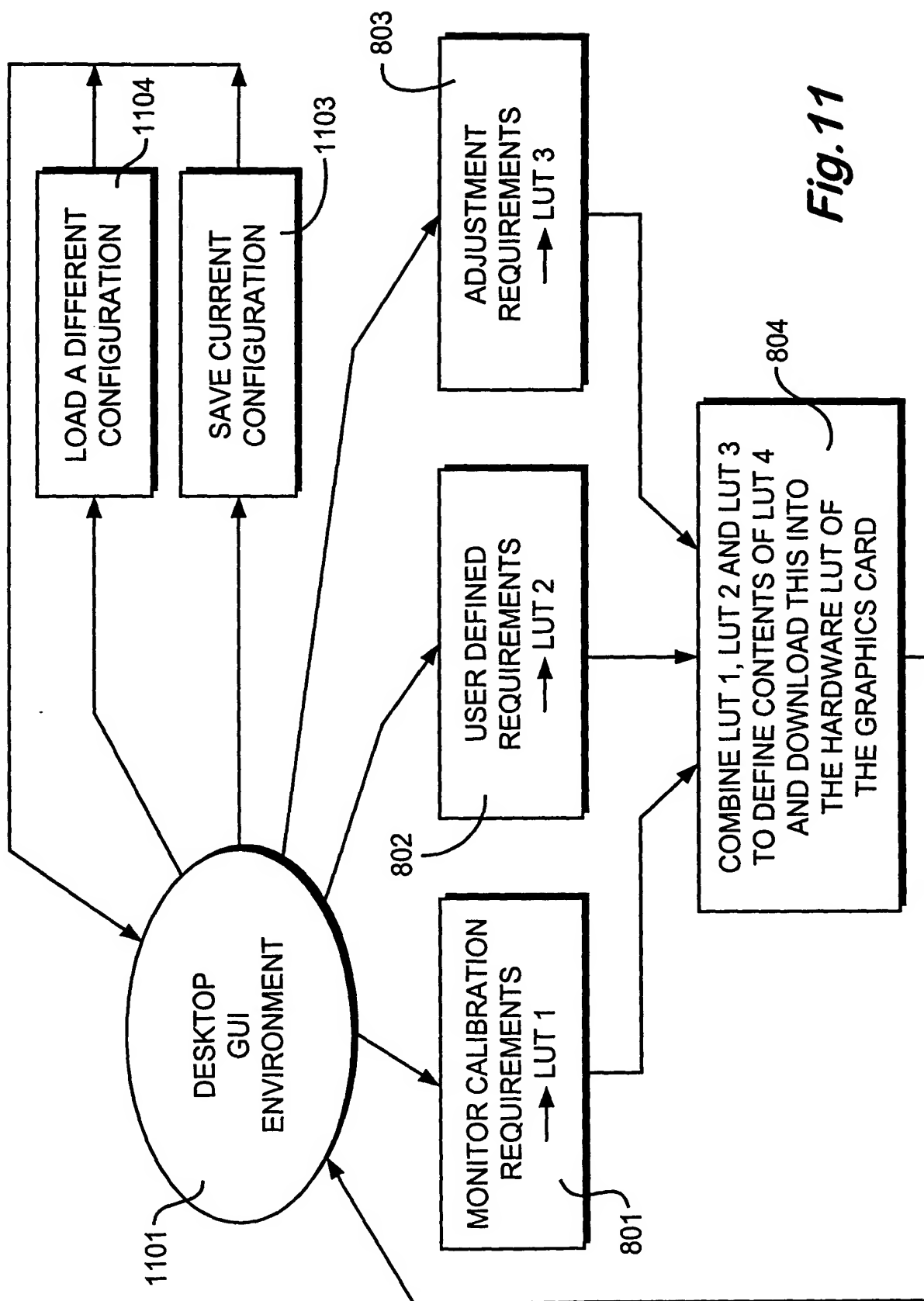


Fig. 10

*Fig. 11*

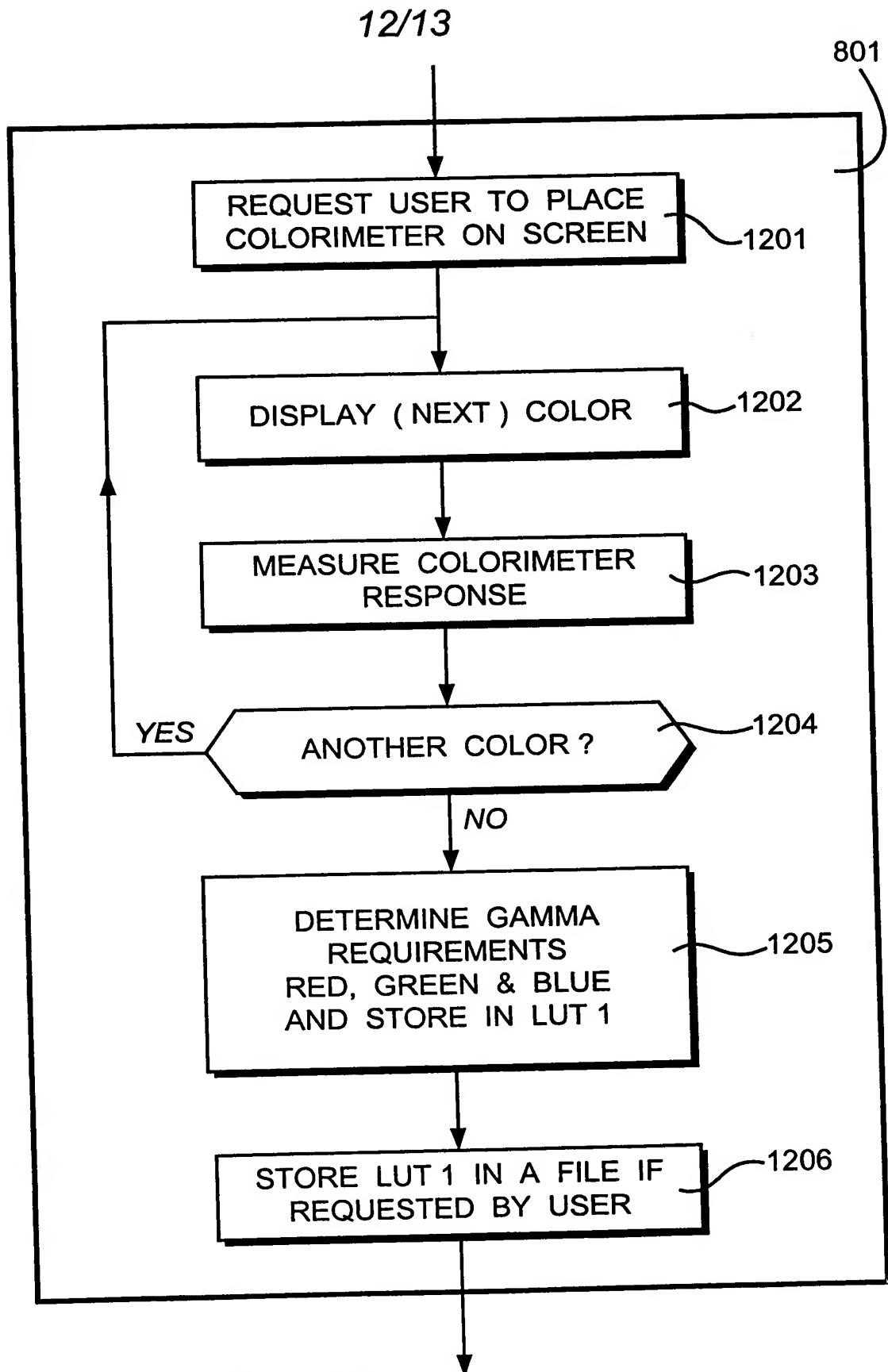


Fig.12

```
for (x=0;x<256;x++)
{
    LUT_R=LUT 1_R[LUT 2_R[LUT 3_R[x]]];
    LUT_G=LUT 1_G[LUT 2_G[LUT 3_G[x]]];
    LUT_B=LUT 1_B[LUT 2_B[LUT 3_B[x]]];
}
```

Fig.13

```
for (x=0,y=0;x<256;x++)
for (z=0;z<256;z++,y++)
{
    _LUT_update(RED,y,LUT_R[x]);
    _LUT_update(GREEN,y,LUT_G[x]);
    _LUT_update(BLUE,y,LUT_B[x]);
}
```

Fig.14